

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device comprising:

a processor;

a plurality of reels controlled by the processor, said reels having a plurality of symbols;

a plurality of different paylines associated with said reels, each payline associated with each of the reels; and

at least one input device operable by a player on one or more occasions, to enable a player to wager at least one whole credit having a value,

wherein the processor is programmed to:

(ia) receive a single wager input as a result of a single one of the operations of the input device, the single wager input corresponding to a value of at least one whole credit;

(b) activate a quantity of more than one of the paylines in response to the single wager input;

(c) automatically apportion the value at least one whole credit wagered across a number the quantity of the paylines in response to the single wager input, the apportionment being performed by at least determining: (i) a first fraction of said value to be wagered on a first one of the activated paylines; and (ii) a second fraction of said value to be wagered on a second one of the activated paylines, the first fraction being different than the second fraction if the value wagered divided by the quantity number of activated paylines results in a remainder as determined by the processor;

(iid) if any winning symbol combination occurs on the first activated payline, provide an award to the player based on a multiple of the first fraction of said value, and

(iii) if any winning symbol combination occurs on the second activated payline, provide an award to the player based on a multiple of the second fraction of said value.

Claim 2 (original): The gaming device of Claim 1, wherein the number of paylines are selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 3 (previously presented): The gaming device of Claim 1, wherein said at least one input device includes a bet one credit button.

Claim 4 (previously presented): The gaming device of Claim 1, wherein the at least one input device is configured to enable the player to select said paylines for each fraction wagered.

Claim 5 (currently amended): The gaming device of Claim 1, wherein the single wager input corresponds to a value of a plurality of whole credits, the whole credits being apportioned, at least in part, to different ones ~~processor is programmed to cause an indication of~~ the activated paylines.

Claim 6 (previously presented): The gaming device of Claim 1, wherein the processor is programmed to cause an indication of a total wagered on each activated payline.

Claim 7 (previously presented): The gaming device of Claim 6, wherein said number of paylines is selected from the group consisting of: two, three, four, five, nine, ten, twelve, fifteen, twenty, twenty-five, thirty, forty and fifty.

Claim 8 (previously presented): The gaming device of Claim 7, wherein the at least one input device is configured to enable the player to wager a plurality of credits.

Claim 9 (previously presented): The gaming device of Claim 7, wherein at least one of the first fraction and the second fraction is equal to the value wagered divided by the number of activated paylines.

Claim 10 (previously presented): The gaming device of Claim 1, wherein said processor is programmed to decrease the fraction of the value wagered on each payline as the number of activated paylines increases.

Claim 11 (original): The gaming device of Claim 1, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 12 (original): The gaming device of Claim 1, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 13 (original): The gaming device of Claim 1, which includes means controlled by the processor for displaying each of the winning outcomes.

Claim 14 (previously presented): The gaming device of Claim 1, wherein the processor is programmed to activate all the paylines for each play activation of the reels.

Claim 15 (currently amended): A gaming device comprising:

a processor;

a plurality of reels controlled by the processor, said reels including a plurality of symbols;

a plurality of paylines associated with said reels, each payline associated with each of the reels; and

at least one input device operable by to enable a player on one or more occasions to wager at least one whole credit having a value,

wherein the processor is programmed to:

(a) receive a single wager input as a result of a single one of the operations of the input device, the single wager input corresponding to a value of one or more whole credits;

(b) activate a quantity of more than one of the paylines in response to the single wager input;

(c) automatically apportion the value each whole credit wagered across a number the quantity of the paylines in response to the single wager input, the apportionment being performed by at least determining; ~~for each said whole credit~~ (i) a first fraction of the value to be wagered on a first activated payline; and (ii) a second fraction of the value to be wagered on a second activated payline, the first fraction being different than the second fraction if the value wagered divided by the numberquantity of activated paylines results in a remainder;

(iid) if any winning symbol combination occurs on the first activated payline, provide an award to the player based on a multiple of the first fractions of said values, and

(iiie) if any winning symbol combination occurs on the second activated payline, provide an award to the player based on a multiple of the second fractions of said values.

Claim 16 (previously presented): The gaming device of Claim 15, wherein the at least one input device is configured to enable the player to select said paylines for each fraction wagered.

Claim 17 (currently amended): The gaming device of Claim 15, wherein the single wager input corresponds to a value of a plurality of whole credits, the whole credits being apportioned, at least in part, to different ones ~~processor is programmed to cause an indication of the activated paylines.~~

Claim 18 (previously presented): The gaming device of Claim 15, wherein the processor is programmed to cause an indication of a total wagered on each activated payline.

Claim 19 (original): The gaming device of Claim 15, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 20 (original): The gaming device of Claim 15, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 21 (currently amended): A gaming ~~system~~device comprising:

a processor; and

at least one data storage device operatively coupled to the processor, the data storage device storing a plurality of instructions associated with at least one gaming device which includes:

_____ (a) a plurality of reels, each one of ~~controlled by the processor~~, said reels displayingincluding a plurality of symbols;

_____ (b) a plurality of paylines associated with said reels, each payline associated with each of the reels; and

_____ (c) at least one input device operable ~~by to enable a player on one or more occasions to wager at least one whole credit having a value, the instructions being executable to cause the processor to:~~ wherein the processor programmed to:

_____ (i) receive a single wager input as a result of a single one of the operations of the input device, the single wager input corresponding to a value of at least one whole credit;

_____ (ii) activate one of the quantities of the paylines in response to the single wager input;

(i) _____ (iii) automatically apportion the ~~value at least one whole credit~~ wagered on ~~the activated quantity a plurality of the paylines in response to the single~~ wager input, the apportionment being performed by at least determining a fraction of said value to be wagered on each activated payline, at least two of the fractions being different if the value wagered divided by the activated paylines results in a remainder, and

(ii) _____ (iv) for each winning symbol combination that occurs on each activated payline, provide an award to the player based on a multiple of the fraction of the value wagered on said activated payline.

Claim 22 (currently amended): The gaming ~~system~~device of Claim 21, wherein said at least one input device is operable to enable the player to wager a fraction of the value of the at least one credit.

Claim 23 (currently amended): The gaming systemdevice of Claim 21, wherein the at least one input device is operable to enable the player to select said paylines for each fraction wagered.

Claim 24 (currently amended): The gaming systemdevice of Claim 21, wherein the single wager input corresponds to a value of a plurality of whole credits, the whole credits being apportioned, at least in part, to different ones ~~processor is programmed to cause an indication~~ of the activated paylines.

Claim 25 (cancelled)

Claim 26 (currently amended): The gaming systemdevice of Claim 21, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 27 (currently amended): The gaming systemdevice of Claim 21, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 28 (currently amended): A gaming device comprising:

a processor; and

at least one data storage device operatively coupled to the processor, the data storage device storing a plurality of instructions associated with at least one gaming device, the gaming device including:

_____ (a) a plurality of reels, each one of said reels having displaying a plurality of symbols;

_____ (b) a plurality of paylines associated with said reels, each payline associated with each of said reels; and

_____ (c) at least one input device operable ~~byte-enable the~~ a player on one or more occasions; to wager at least one whole credit on said paylines, the at least one whole credit having a value; and, the instructions being executable to cause the a processor programmed to:

(i) receive a single wager input as a result of a single one of the operations of the input device, the single wager input corresponding to a value of a plurality of whole credits;

(ii) activate a quantity of more than one of the paylines in response to the single wager input;

(i)(iii) automatically apportion the value each whole credit wagered on a plurality across the quantity of the paylines in response to the single wager input, the apportionment being performed by at least determining a fraction of said value to be wagered on each activated payline for each one of the whole credits wagered, at least two of the fractions being different if the value wagered divided by the activated paylines results in a remainder, and

(ii)(iv) for each winning symbol combination that occurs on each activated payline, provide an award to the player based on a multiple of the fractions of the values wagered on said activated payline.

Claim 29 (cancelled)

Claim 30 (previously presented): The gaming device of Claim 28, wherein the at least one input device operable to enable the player to select the activated paylines.

Claim 31 (currently amended): A gaming device operable under control of at least one processor, said gaming device comprising:

a plurality of reels, said reels having a plurality of symbols;

a plurality of paylines associated with said reels, each payline associated with each of said reels;

at least one input device operable by a ~~to enable the player on one or more occasions;~~ to wager at least one whole credit on said paylines, the at least one whole credit having a value; and

said processor programmed to

(i) receive a single wager input as a result of a single one of the operations of the input device, the single wager input corresponding to a value of at least one whole credit;

(ii) activate a quantity of more than one of the paylines in response to the single wager input;

(iii) automatically apportion the value at least one whole credit wagered across a number~~the quantity~~ of the paylines in response to the single wager input, the apportionment being performed by at least determining a first fraction of the value to be wagered on a first payline and a second fraction of the value to be wagered on a second payline, the first fraction being different than the second fraction if the value ~~wagered~~ wagered divided by the ~~number~~quantity of activated paylines results in a remainder, and said first fraction and said second fraction decrease as the ~~number~~quantity of activated paylines increases, and

(ivii) for each winning symbol combination that occurs on each activated payline, provide an award to the player based on a multiple of the fraction of the value wagered on said activated payline.

Claim 32 (currently amended) The gaming device of Claim 31, wherein the single wager input corresponds to a value of a plurality of whole credits, the whole credits being apportioned, at least in part, to different ones of the activated paylines.

Claim 33 (cancelled)

Claim 34 (currently amended): A gaming device operable under control of at least one processor, said gaming device comprising:

a plurality of reels, said reels having a plurality of symbols;

a plurality of paylines associated with said reels, each payline associated with each of said reels;

~~at least one input device operable by a player on one or more occasions; to enable the player to wager at least one whole credit on said paylines, the at least one whole credit having a value;~~

said at least one processor operable to

(a) control the reels;

(b) receive a single wager input as a result of a single one of the operations of the input device, the single wager input corresponding to a value of a plurality of whole credits;

(c) activate a quantity of more than one of the paylines in response to the single wager input;

(db) automatically apportion the value at least one whole credit wagered across a number quantity of the paylines in response to the single wager input, the apportionment being performed by at least determining: (i) a first fraction of the value to be wagered on a first payline; and (ii) a second fraction of the value to be wagered on a second payline, the first

fraction being different than the second fraction if the value wagered divided by the ~~number~~quantity of activated paylines results in a remainder; and

(~~ee~~) provide the player a multiple of the apportionment value ~~wagered~~-on each activated payline which has a winning outcome.

Claim 35 (currently amended): A method for operating a gaming device, said method comprising ~~the steps of~~:

- (a) receiving a single wager input as a result of a single operation of an input device, the single wager input corresponding to a value of at least one whole credit;
- (b) enabling a player to wager at least one whole credit having a value, said ~~wager on~~ activating a quantity of a plurality of paylines associated with a plurality of reels, each payline associated with each of said reels;
- (bc) automatically apportioning the value at least one whole credit ~~wagered~~ across ~~a number~~ the quantity of the paylines in response to the single wager input, wherein the apportionment is performed by at least determining: (i) a first fraction of the ~~wagered~~-value for a first payline and a second fraction of the ~~wagered~~-value for a second payline, the first fraction being different than the second fraction if the ~~wagered~~-value divided by the ~~number~~quantity of activated paylines results in a remainder; and
- (de) providing a payout to the player for each activated payline which has a winning outcome, the payout being a multiple of at least one of the first fraction of the ~~wagered~~-value and the second fraction of the ~~wagered~~ value.

Claim 36 (withdrawn): A gaming device comprising:

- a processor;
- a multi-hand video poker game controlled by the processor; and
- means connected to the processor for enabling a player to wager at least one credit, wherein the processor activate more than hand for at least one credit ~~wagered~~, wherein a fraction of said credit ~~wagered~~ is ~~wagered~~ on each hand, and provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit ~~wagered~~ on each activated hand.

Claim 37 (withdrawn): The gaming device of Claim 36, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on said hands.

Claim 38 (withdrawn): The gaming device of Claim 36, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claim 39 (withdrawn): The gaming device of Claim 36, which includes means controlled by the processor for issuing a redeemable ticket which includes credits and fractions of credits.

Claim 40 (withdrawn): The gaming device of Claim 36, which includes means controlled by the processor for crediting a card with credits and fractions of credits.

Claim 41 (withdrawn): A gaming device comprising:

a processor;

a multi-hand video poker game controlled by the processor; and

means connected to the processor for enabling a player to wager at least one credit and to activate more than one of the hands for at least one credit wagered by the player, wherein a fraction of said credit wagered is wagered on each activated hand, and wherein the processor is adapted to provide to the player a winning outcome for each activated hand that is a multiple of said fraction of said credit wagered on each activated hand.

Claim 42 (withdrawn): The gaming device of Claim 41, wherein said wagering means includes means for enabling the player to wager a fraction of each of a plurality of credits on each of said hands.

Claim 43 (withdrawn): The gaming device of Claim 41, wherein the wagering means includes means for enabling the player to select said hands for each credit wagered.

Claims 44-48 (cancelled)